

D&D Fight Club

Gihzt, Hornhead Saurial Enlightened Fist

By Robert Wiese



Design Notes

Saurials were introduced back in 2nd Edition, and Sean K Reynolds spent some time working on a ***Dragon*** magazine article that brought them into 3rd Edition. Since triceratops is my favorite dinosaur, I'm going to use an updated version of the hornhead saurial that Sean worked on (and that you can find on the site) and create a creature that should be fun to add to your game.



Saurials are native to some far away world and while there are some in the **Forgotten Realms** setting, they are equally at home on the Talenta Plains of Eberron. Before getting to Gihzt, I give you the conversion to 3.5 of the basic hornhead saurial.

Revised Hornhead Saurial

The stocky creature facing you has bright green and yellow scales covering its 10-foot body. A long tail extends away from it. It has two long horns above its eyes and the shorter one on its nose, and a large bony plate that protects its neck.

Hornhead Saurial CR 1

Usually **NG Large monstrous humanoid** (reptilian)

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +0, Spot +0

Languages Common, Draconic

AC 14, touch 9, **flat-footed** 14

(-1 size, +0 Dex, +5 natural)

hp 9 (2 HD)

Fort +0, **Ref** +3, **Will** +3; +2 racial bonus against sonic

Weakness vulnerability to cold and gas

Speed 30 ft. (6 squares)

Melee 2 claws +2 (1d4+1) and
tail -3 (1d4)

Space 10 ft.; **Reach** 5 ft. (tail up to 10 ft.)

Base Atk +2; **Grp** +7

Atk Options Power Attack

Abilities **Str** 13, **Dex** 10, **Con** 11, **Int** 12, **Wis** 11, **Cha** 10

Feats Power Attack

Skills Balance +2, Craft (blacksmithing or weaponsmithing) +6, Jump +6, Knowledge (architecture and engineering) +6, Listen +0, Spot +0, Tumble +2

Advancement by character class; **Favored Class** wizard

Hornhead Saurials With Class Levels

Like most adventuring saurials, hornheads seek knowledge of the outside world, but hornheads are consumed by a desire to understand the particulars of the world around them, be they the laws of other cultures, the philosophical underpinnings of a religion, or the arcane secrets of new spells. A hornhead's favored class is wizard, although some choose to develop an innate talent for sorcery instead.

Level Adjustment: +2.

For more information about saurials, please visit the [original article](#) by Sean K Reynolds.

Gihzt at 3rd Class Level

Sometimes among a saurial community there arises a saurial with selfish aims. As with humans and all other races, some are good, and some are evil. Gihzt rejected his society's values early on and left when still young to pursue his own desires. These led him to the monastery of the Dark Moon, where he trained for awhile as a monk of Shar. Eventually he added arcane studies to his regimen and emerged as an enlightened fist. In truth, he was kicked out because he refused to yield to the authority of the Dark Moon order. Gihzt began wandering the Realms, doing whatever seemed interesting to him and especially whatever brought him power and wealth.

Gihzt knows that his saurial heritage makes him an object of suspicion and fear among humans, but he doesn't care. He even uses it to his advantage when he can, cowing lesser-willed humans into doing his bidding. However, he also knows that his direct presence can sometimes adversely affect his goals, so he has grown used to employing underlings and remaining in the shadows himself. He is not cruel, but he doesn't give any opponent an even break if he can gain some advantage, and he is ruthless at making enemies disappear so that they cannot be recovered without extremely powerful magic. He has been involved in murder for hire, theft on a grand scale, and just about any other criminal enterprise except prostitution.

Gihzt is more physical in his approach at this stage in his career, using his spells to bolster his attacks and defense rather than as attacks themselves. He is more prone to personal involvement, and he likes to use his tail to extend his reach.

Gihzt CR 4

Male hornhead saurial monk 2/wizard 1

LE Large monstrous humanoid (reptilian)

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +1, Spot +1

Languages Common, Draconic

AC 17, touch 11, flat-footed 17

(-1 size, +0 Dex, +1 armor, +1 deflection, +5 natural, +1 Wisdom)

hp 20 (5 HD)

Resist evasion

Fort +4, **Ref** +7, **Will** +10; +2 racial bonus against sonic

Weakness vulnerability to cold and gas

Speed 30 ft. (6 squares)

Melee unarmed strike +3 (1d8+1) and

tail -2 (1d4) or

Melee 2 claws +2 (1d4+1) and

tail -2 (1d4) or

Melee unarmed strike +1/+1 (1d8+1) with flurry of blows and

tail -2 (1d4)

Space 10 ft.; **Reach** 5 ft. (tail up to 10 ft.)

Base Atk +3; **Grp** +8

Atk Options Combat Casting, Combat Reflexes, Improved Grapple, Power Attack, Stunning Fist 3/day (DC 12), flurry of blows

Combat Gear 4 *potions of cure light wounds*

Wizard Spells Prepared (CL 1st):

1st -- *expeditious retreat*, *shield*

0 -- *acid splash*, *ray of frost* (ranged touch +2), *resistance*

Abilities Str 13, Dex 10, Con 11, Int 12, Wis 12, Cha 10

Feats Combat Reflexes, Endurance, Improved Unarmed Strike, Power Attack, Scribe Scroll, Stunning Fist

Skills Concentration +5, Craft (blacksmithing or weaponsmithing) +6, Jump +6, Knowledge (architecture and engineering) +6, Knowledge (religion) +4, Listen +1, Spellcraft +3, Spot +1, Tumble +5

Possessions combat gear plus *bracers of armor* +1, *cloak of resistance* +1, *ring of protection* +1, 200 gp worth of mundane equipment, spellbooks, material components

Spellbook spells prepared plus 0 -- *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st -- *chill touch*, *nerveskitter*, *expeditious retreat*, *magic missile*, *shield*.

Hook "You are weak, and I will break you with my fists."

Gihzt at 8th Class Level

Gihzt has not reached the level where he can use his magic to empower his unarmed attacks, so he still relies on physicality for combat and magic for defending himself. He is more crafty now, and he usually has some underling monks to do his bidding. More often than not, these are ex-Dark Moon monks. He may also employ wizards or fighters, but since his criminal enterprises are generally executed with stealth, he prefers quiet underlings.

Gihzt CR 9

Male hornhead saurial monk 3/wizard 4/enlightened fist 1

LE Large monstrous humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +4, Spot +5

Languages Common, Draconic

AC 20, touch 13, flat-footed 19

(-1 size, +0 Dex, +2 armor, +1 deflection, +5 natural, +2 Wisdom)

hp 36 (10 HD)

Resist evasion

Fort +4, **Ref** +10, **Will** +14; +2 racial bonus against sonic and +2 against enchantments

Weakness vulnerability to cold and gas

Speed 40 ft. (8 squares)

Melee unarmed strike +6 (2d6+1) and

tail +1 (1d4) or

Melee 2 claws +6 (1d4+1) and

tail +1 (1d4) or

Melee unarmed strike +4/+4 (2d6+1) with flurry of blows and

tail +1 (1d4)

Space 10 ft.; **Reach** 5 ft. (tail up to 10 ft.)

Base Atk +6; **Grp** +11

Atk Options Combat Reflexes, Power Attack, Stunning Fist 5/day (DC 17), flurry of blows

Combat Gear 4 *potions of cure light wounds*

Wizard Spells Prepared (CL 5th):

3rd -- *haste*

2nd -- *bull's strength*, *false life*

1st -- *expeditious retreat*, *magic missile* (2), *shield*

0 -- *acid splash*, *detect magic*, *ray of frost* (ranged touch +7), *resistance*

Abilities Str 13, Dex 13, Con 11, Int 12, Wis 15, Cha 10

SQ fast movement, *ki* strike

Feats Combat Casting, Combat Reflexes, Endurance, Improved Unarmed Strike, Rapid Spell, Stunning Fist, Power Attack, Scribe Scroll

Skills Concentration +8, Craft (blacksmithing or weaponsmithing) +6, Jump +10, Knowledge (arcana) +6, Knowledge (architecture and engineering) +6, Knowledge (religion) +5, Listen +4, Spellcraft +9, Spot +5, Tumble +6

Possessions combat gear plus *periapt of Wisdom* +2, *gloves of Dexterity* +2, *ring of protection* +1, *bracers of armor* +2, *hat of disguise*, spellbooks, material components

Spellbook spells prepared plus 0 -- *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st -- *chill touch*, *enlarge person*, *expeditious retreat*, *magic missile*, *shield*; 2nd -- *bull's strength*, *cat's grace*, *knock*, *false life*, *ghoul touch*; 3rd -- *fly*, *greater magic weapon*, *haste*, *vampiric touch*.

Hook "My arcane might is channeled through my being to bring about your destruction."

Gihzt at 14th Class Level

When in melee, Gihzt first prepares himself with spells, and then uses his stunning fist attempts to power extra

damage and deliver spells through his melee attacks. He always has some underlings at this level, and he uses them to best advantage. He concentrates on one opponent first while his underlings keep everyone else busy, and he prefers spellcasters as his first opponents. He knows that taking out the cleric or healer means that the other foes have limited resources against him.

Gihzt CR 14

Male hornhead saurial monk 3/wizard 4/enlightened fist 6/tattooed monk 1

LE Large monstrous humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +11, Spot +12

Languages Common, Draconic

AC 26, touch 17, flat-footed 24

(-1 size, +2 Dex, +4 armor, +2 deflection, +5 natural, +4 Wisdom)

hp 63 (16 HD)

Resist evasion

Fort +8, **Ref** +16, **Will** +21; +2 racial bonus against sonic and +2 against enchantments

Weakness vulnerability to cold and gas

Speed 40 ft. (8 squares)

Melee unarmed strike +12/+7 (2d8+3) and

tail +7 (1d4+1) or

Melee 2 claws +12/+7 (1d4+3) and

tail +1 (1d4+1) or

Melee unarmed strike +10/+10/+5 (2d8+3) with flurry of blows and

tail +1 (1d4+1)

Space 10 ft.; **Reach** 5 ft. (tail up to 10 ft.)

Base Atk +10; **Grp** +17

Atk Options Combat Reflexes, Improved Grapple, Power Attack, Rapid Stunning, Stunning Fist 11/day (DC 21), arcane fist, fist of energy, flurry of blows

Combat Gear 4 *potions of cure light wounds*

Wizard Spells Prepared (CL 9th):

5th -- rapid *summon monster IV*

4th -- *enervation* (ranged touch +11), *Rary's mnemonic enhancer*

3rd -- *fly*, *haste*, *vampiric touch* (melee touch +13)

2nd -- *bull's strength*, rapid *enlarge person*, *false life*, *ghoul touch* (DC 13), *scorching ray* (ranged touch +11)

1st -- *chill touch* (DC 12), *expeditious retreat*, *magic missile* (2), *shield*

0 -- *acid splash*, *detect magic*, *ray of frost* (ranged touch +11), *resistance*

Abilities Str 16, Dex 15, Con 11, Int 12, Wis 18, Cha 10

SQ arcane rejuvenation, fast movement, *ki* strike, unicorn tattoo

Feats Combat Casting, Combat Reflexes, Endurance, Improved Grapple, Improved Unarmed Strike, Power Attack, Rapid Spell, Rapid Stunning, Scribe Scroll, Stunning Fist

Skills Balance +4, Concentration +18, Craft (blacksmithing) +6, Jump +14, Knowledge (arcana) +6, Knowledge (architecture and engineering) +6, Knowledge (religion) +10, Listen +11, Spellcraft +9, Spot +12, Tumble +12

Possessions combat gear plus *belt of Strength* +4, *periapt of Wisdom* +4, *gloves of Dexterity* +4, *ring of protection* +2, *bracers of armor* +4, *hat of disguise*, *lesser metamagic rod of extend*, spellbooks, material components

Spellbook spells prepared plus 0 -- *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st -- *chill touch*, *enlarge person*, *expeditious retreat*, *magic missile*, *shield*; 2nd -- *bull's strength*, *cat's grace*, *false life*, *ghoul touch*, *knock*; 3rd -- *fly*, *greater magic weapon*, *haste*, *ray of exhaustion*, *vampiric touch*; 4th -- *enervation*, *greater invisibility*, *Rary's mnemonic enhancer*,

stoneskin, summon monster IV; 5th -- magic jar, permanency, teleport.

Hook "Fear the power of my enchanted fists."

Arcane Fist (Su) Gihzt can use a stunning fist attempt to cast and deliver a touch spell as part of an unarmed full attack action. He can choose to deliver the touch spell with any single unarmed strike attack he makes during the action.

Fist of Energy (Burst) (Su) Gihzt can spend a stunning fist attempt once per round to imbue his unarmed strikes (not tail) with electricity or fire, dealing 1d6 points of extra damage with each unarmed strike hit in the round. On a successful critical hit, he does 1d10 points of extra damage instead of 1d6.

Arcane Rejuvenation (Su) As a standard action, Gihzt can sacrifice one of his prepared spells or unused spell slots to heal damage to himself equal to the level of the spell or slot sacrificed.

Unicorn Tattoo (Su) Once per day, Gihzt may reroll any d20 roll, and he must take the result of the reroll.

Additional Feats

These feats are not presented in the *Player's Handbook* or *Monster Manual*.

Rapid Spell (from *Complete Divine*): Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Rapid Stunning (from *Complete Warrior*): You may use one additional stunning attack (or other special attack that counts against your daily limit of stunning attacks) per round.

About the Author

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA Network for almost seven years, overseeing the creation of the **Living Greyhawk** and **Living Force** campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife, new son Owen, and many pets.

He is still involved in writing, organizing conventions, and playing, and he models proteins for the Biochemistry Department of the University of Nevada, Reno.

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